

Abstract

Systems and methods applicable, for example, in having a node inform its user of one or more events while the user interface of the node is in an idle state. The user might, for instance, be able to select one or more of the events of which she is informed for corresponding operations. The events of which the user is informed might include, for example, events corresponding to software operations and/or events corresponding to a network environment (e.g., a peer-to-peer environment).